

Figure 1a

FIG. 1b is a diagram illustrating a system architecture for managing locks and objects. The diagram shows three threads (T1, T2, and T3) interacting with three locks (170a, 170b, 170c) and three objects (160a, 160b, 160c). Thread T1 is shown with a dashed arrow pointing to lock 170a, indicating it is attempting to acquire the lock. Thread T2 is shown with a dashed arrow pointing to lock 170b, indicating it is attempting to acquire the lock. Thread T3 is shown with a dashed arrow pointing to lock 170c, indicating it is attempting to acquire the lock. Each lock is associated with an object: lock 170a is associated with object 160a, lock 170b is associated with object 160b, and lock 170c is associated with object 160c. The diagram illustrates a scenario where multiple threads are attempting to acquire locks on different objects, potentially leading to a deadlock or race condition.

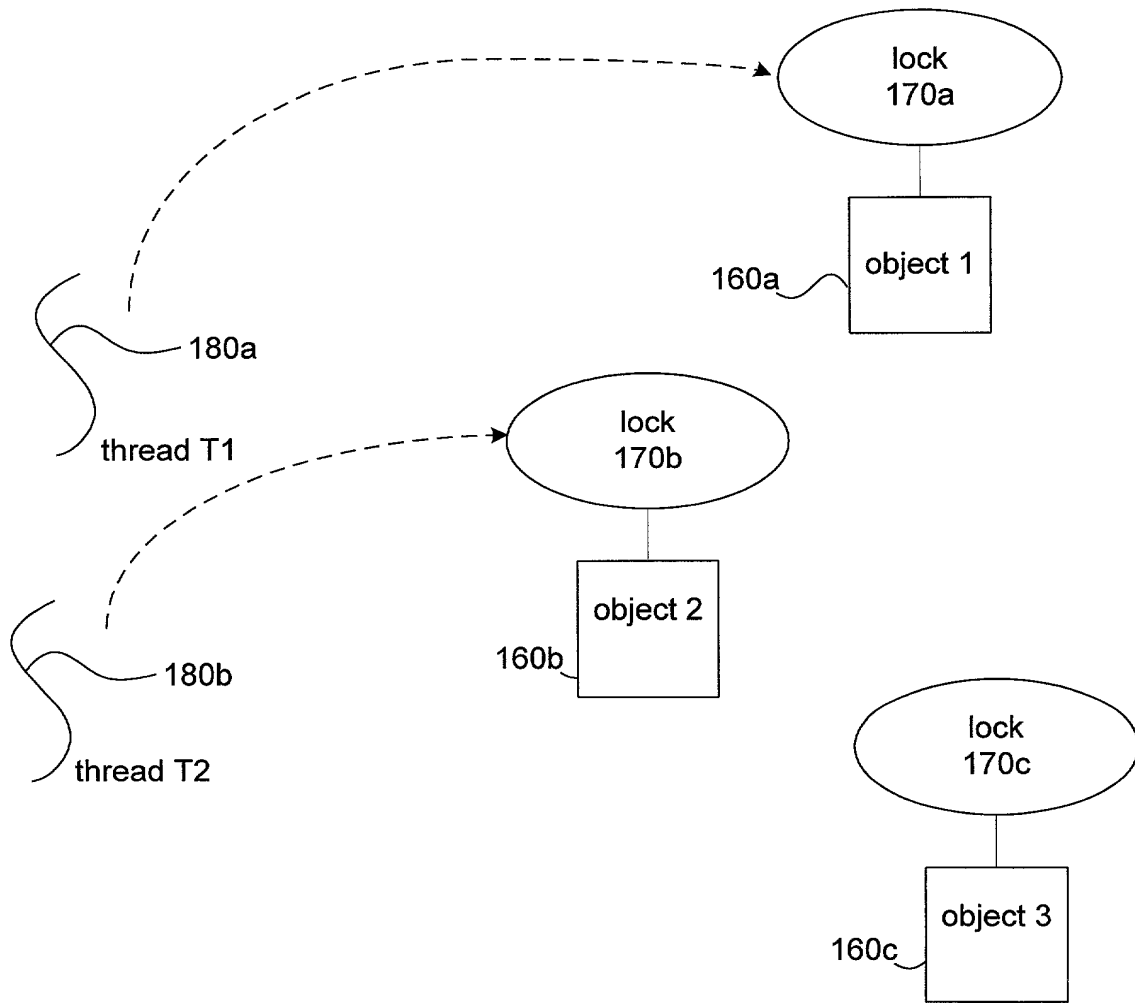


Figure 1b

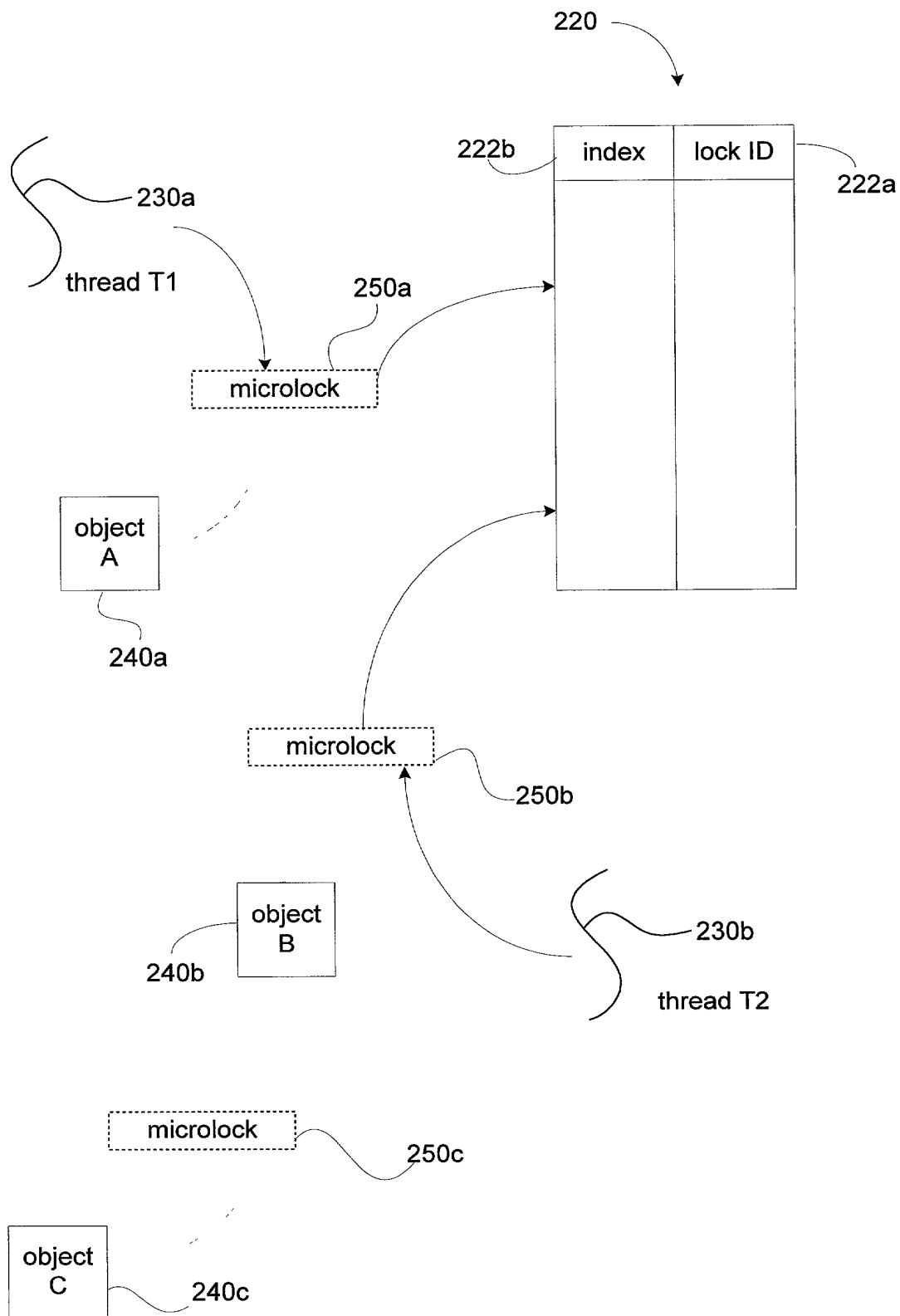


Figure 2

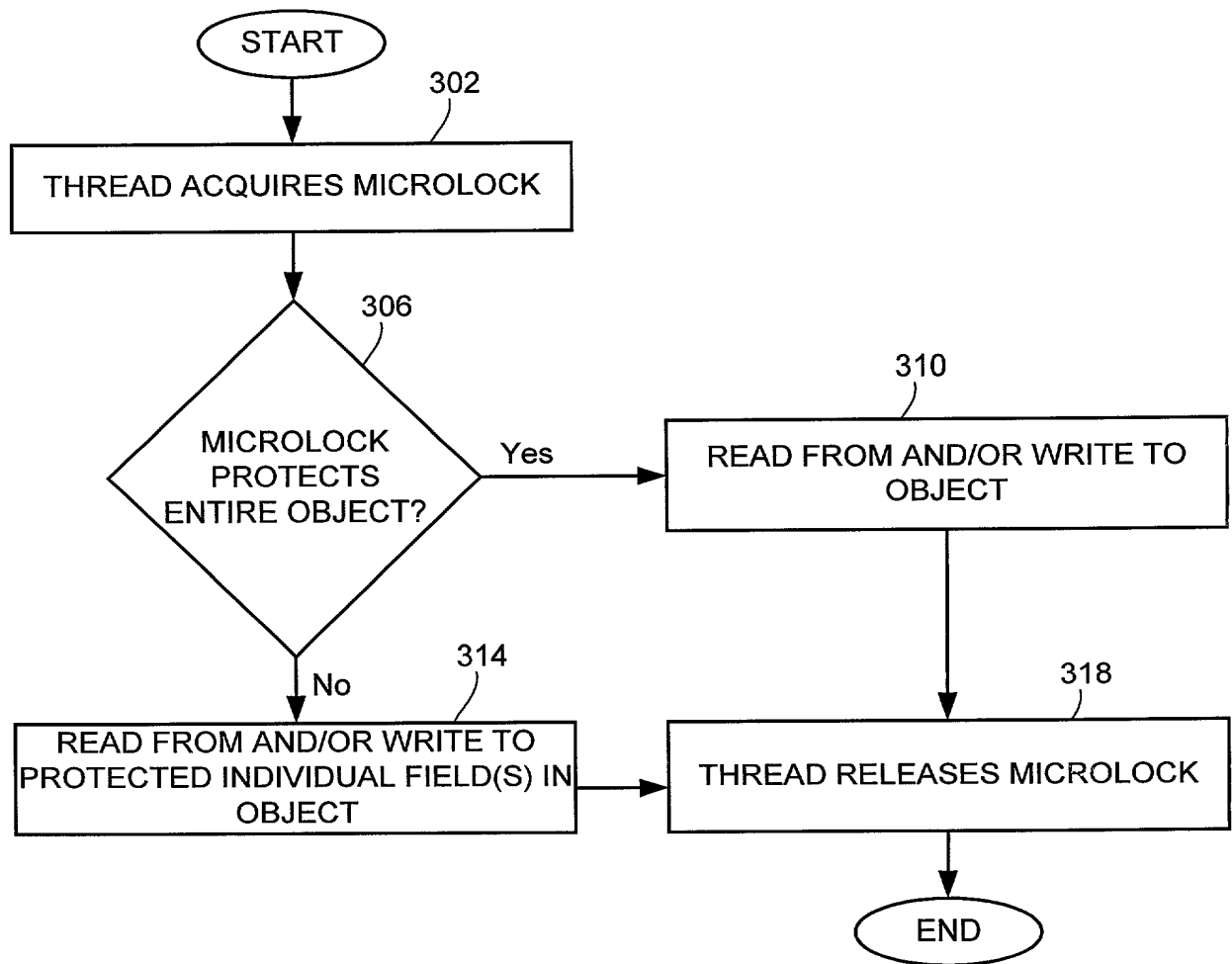


Figure 3

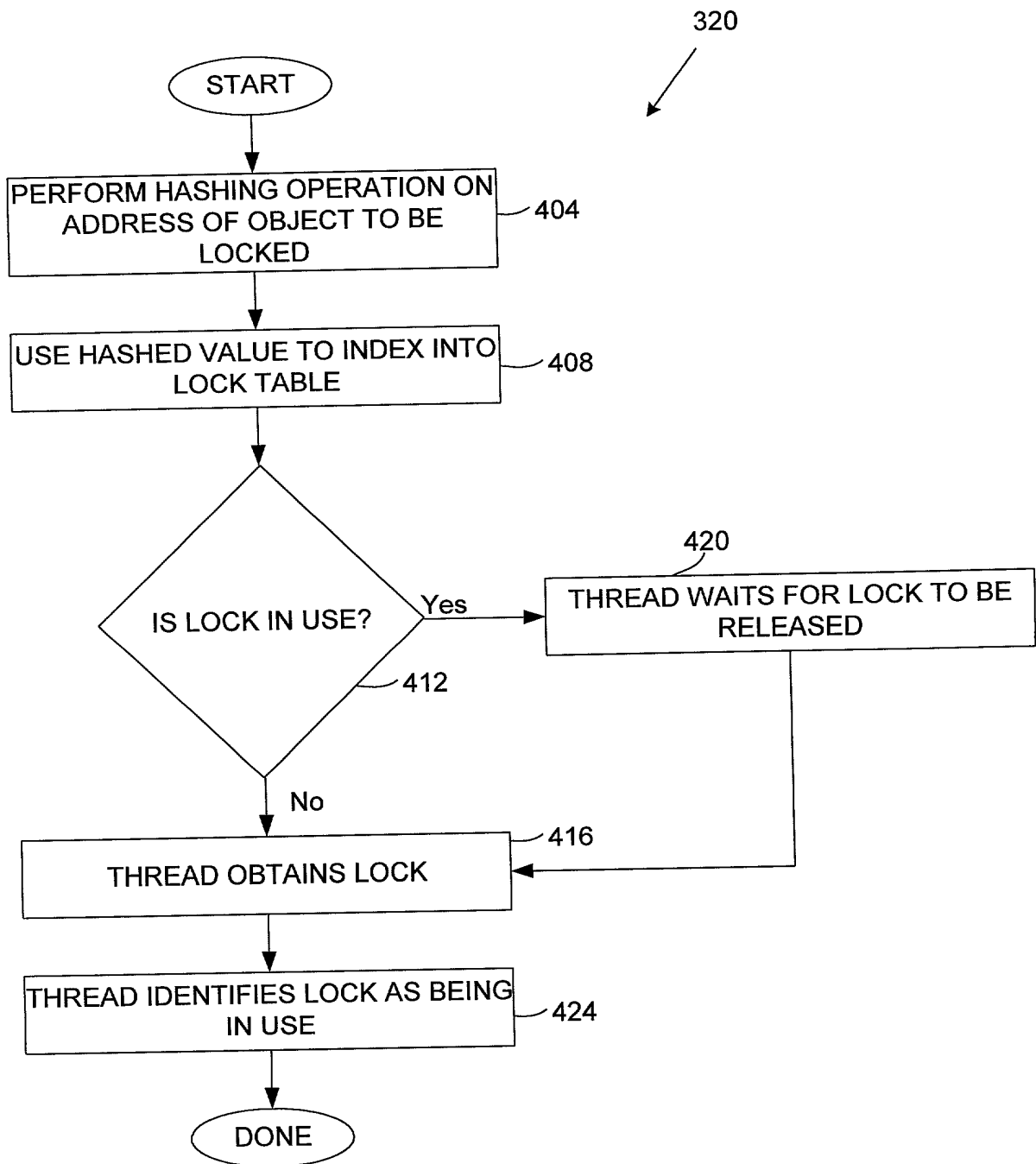


Figure 4

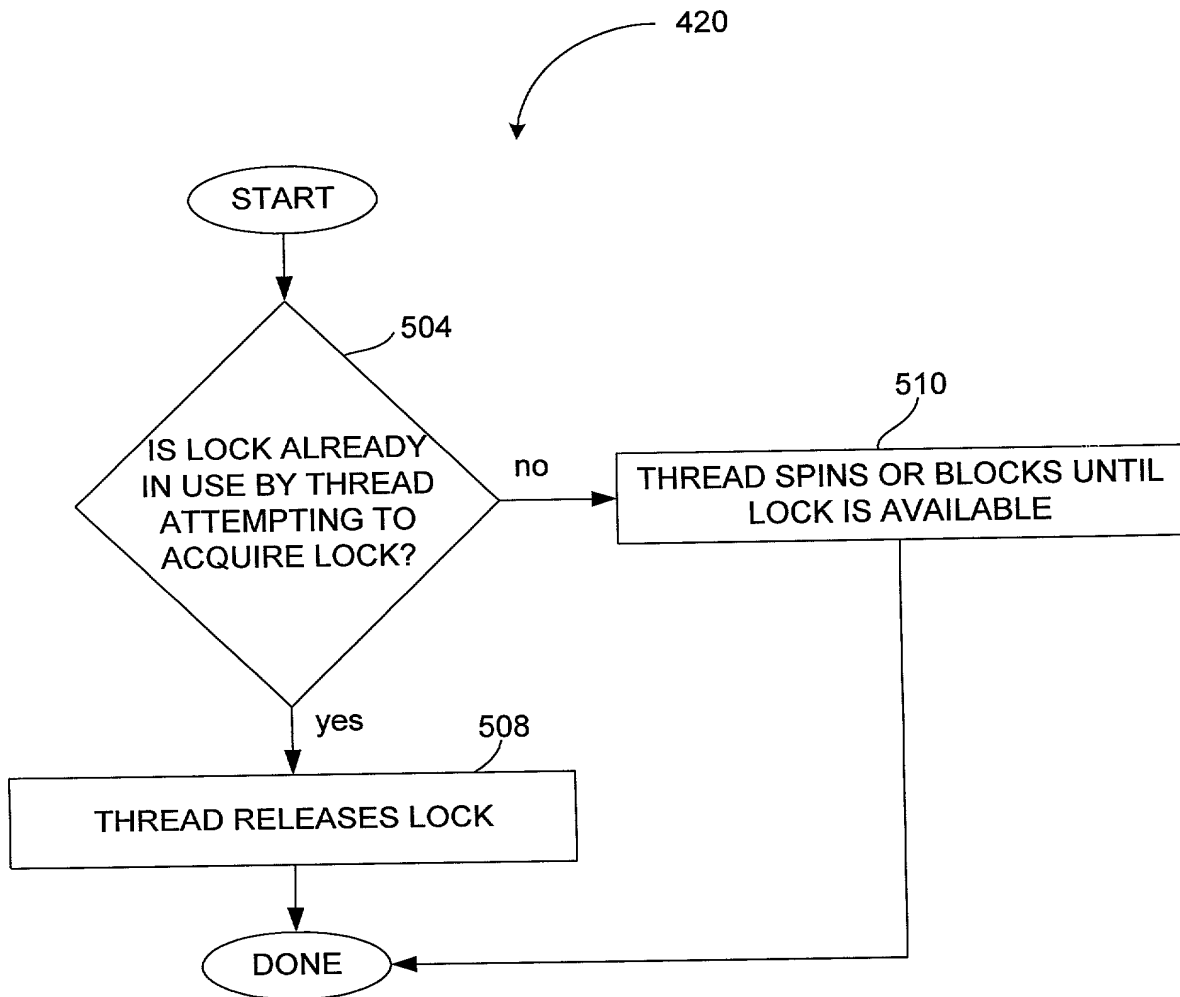


Figure 5

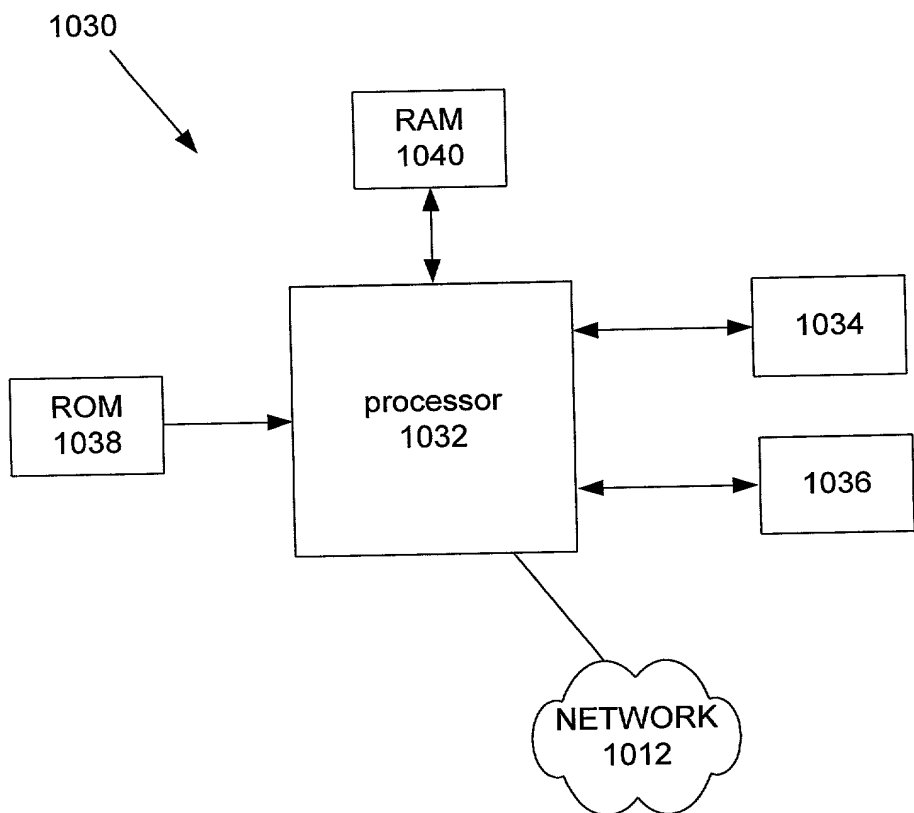


Figure 6

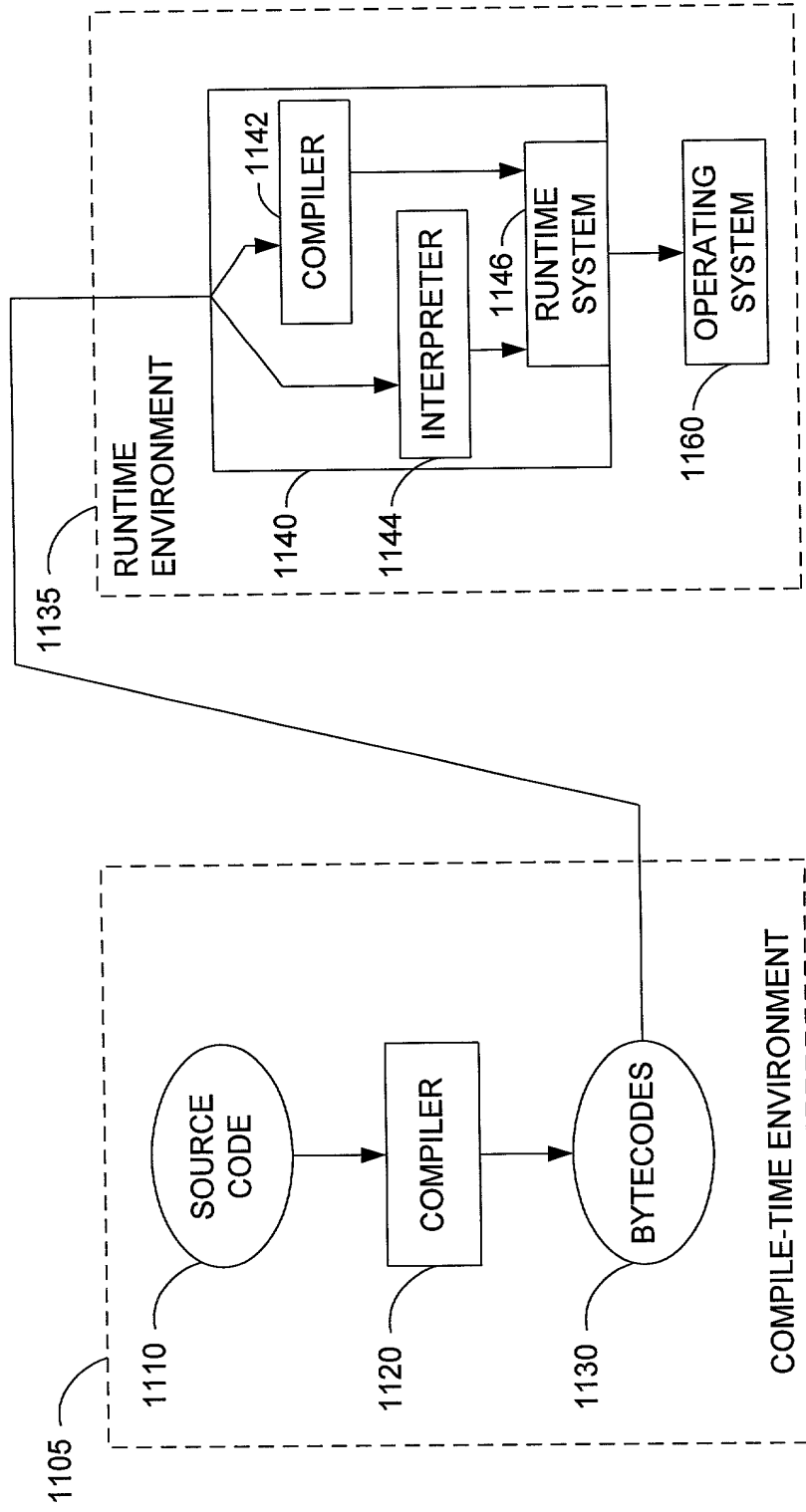


Figure 7